What is claimed is:

1.   A method of redirecting video text data in a computer network, the method comprising:

during a predetermined time interval, checking a video text data memory for changed video text data on a first computer in the computer network; and

sending only the changed video text data from the first computer to a second computer in the computer network.

2.   The method of claim 1, wherein checking a video text data storage for changed video text data comprises:

(a)   during the predetermined time interval, selecting a line of video text data from among a plurality of lines of video text data stored in the video text data storage as a current line of video text data;

(b)   calculating a checksum for the current line of video text data;

(c)   comparing the calculated checksum to a previously saved checksum for the current line of video text data;

(d)   if the calculated checksum is different than the previously saved checksum for the current line of video text data, then determining that the current line of video text data in the video text data memory has changed;

(e)   selecting the next line of video text data in the video text data memory as the current line of video data; and

(f)   repeating the operations (b)-(e) for each of the plurality of lines of video text data stored in the video text data memory.

3.   The method of claim 2, wherein calculating a checksum for the current line of video text data comprises calculating a unique value from at least one of:

an attribute of text in the line of video text data; and

a line position of the text in the line of video text data.

4.   The method of claim 2 further comprising:

saving the calculated checksum in a memory location after determining that the current line of video text data in the video text data memory has changed; and

storing the current line of video text data in a shared memory in response to determining that the current line of video text data in the video text data memory has changed.

5.   The method of claim 4 further comprising determining whether the shared memory is full prior to storing the current line of changed video text data in the memory.

6.   The method of claim 4, wherein sending only the changed video text data from the first computer to a second computer in the computer network comprises sending each changed line of video text data stored in the shared memory during the predetermined time interval from the first computer to the second computer in the computer network.

7.   The method of claim 6, wherein sending each changed line of video text data stored in the shared memory during the predetermined time interval from the first computer to the second computer in the computer network comprises sending each changed line of video text data stored in the shared memory from the first computer to the second computer in the computer network in response to determining that the memory is full.

8.   The method of claim 3, wherein the text comprises a plurality of characters in the line of video text data.

9.   The method of claim 1, wherein the predetermined time interval is a timer interrupt for the remote computer in the computer network.

10.   The method of claim 4, wherein the shared memory comprises a send buffer and a receive buffer.

11. The method of claim 10, further comprising:

during the predetermined time interval, checking the receive buffer in the first computer for keyboard data from the second computer; and

if the receive buffer contains the keyboard data, then storing the keyboard data in the first computer.

12. A computer system for redirecting video text data, comprising:

a controller for sending and receiving data;

a memory for storing executable program code;

a video text data memory for storing video text data; and

a processor, functionally coupled to the controller, the memory, and the video text data memory, the processor being responsive to computer-executable instructions contained in the program code and operative to:

check the video text data memory for changed video text data during a predetermined time interval; and

send the changed video text data from the controller to a video display device.

13. The computer system of claim 12, wherein the processor in checking a video text data memory for changed video text data, is operative to:

(a) during the predetermined time interval, select a line of video text data from among a plurality of lines of video text data stored in the video text data memory;

(b) calculate a checksum for the current line of video text data;

(c) compare the calculated checksum to a previously saved checksum for the current line of video text data;

(d) if the calculated checksum is different than the previously saved checksum for the current line of video text data, then determine that the current line of video text data in the video text data memory has changed;

(e) select the next line of video text data in the video text data memory as the current line of video text data;

(f)   repeat the operations (b)-(e) for each of the plurality of lines of video text data stored in the video text data memory.

14.   The computer system of claim 13, wherein the processor in calculating a checksum for the current line of video text data, is operative to calculate a unique value from at least one of:

an attribute of text in the line of video text data; and

a line position of the text in the line of video text data.

15.   The computer system of claim 13, wherein the controller comprises a shared memory and wherein the processor is further operative to:

save the calculated checksum in a memory location in the computer system after determining that the current line of video text data in the video text data memory has changed; and

store the current line of video text data in the shared memory in the controller in response to determining that the current line of video text data in the video text data memory has changed.

16.   The computer system of claim 15, wherein the processor is further operative to determine whether the shared memory is full prior to storing the current line of changed video text data.

17.   The computer system of claim 12, wherein the predetermined time interval is a timer interrupt.

18.   The computer system of claim 12, wherein the memory is a random access memory.

19.   The computer system of claim 12, wherein the executable program code comprises a basic input/output system.

20. The computer system of claim 12, wherein the executable program code is stored in an extended BIOS data area in the memory.

20. The computer system of claim 15, wherein the shared memory comprises a send buffer and a receive buffer.

21. The computer system of claim 20, wherein the processor is further operative to:

during the predetermined time interval, check the receive buffer for keyboard data sent from a keyboard controller; and

if the receive buffer contains the keyboard data, then store the keyboard data in the computer system.

22. A computer-readable medium having computer-executable instructions for performing a method of redirecting video text data in a computer network, comprising:

during a predetermined time interval, checking a video text data memory for changed video text data on a first computer in the computer network; and

sending only the changed video text data from the first computer to a second computer in the computer network.

23. The computer-readable medium of claim 22, wherein checking a video text data memory for changed video text data comprises:

(a) during the predetermined time interval, selecting a line of video text data from among a plurality of lines of video text data stored in the video text data memory;

(b) calculating a checksum for the current line of video text data;

(c) comparing the calculated checksum to a previously saved checksum for the current line of video text data;

(d) if the calculated checksum is different than the previously saved checksum for the current line of video text data, then determining that the current line of video text data in the video text data memory has changed;

(e)   selecting the next line of video text data in the video text data memory as the current line of video text data; and

(f)   repeating the operations (b)-(e) for each of the plurality of lines of video text data stored in the video text data memory.